

REVENGE OF THE MUTANT CAMELS

1. THE PRESIDENT OF EARTH SPEAKS

'We, the people of Earth, are long unused to the rigours of conflict, having been many millennia a unified people, seeking only to roam amongst the stars, learning and sharing our knowledge with such sentient beings as we might encounter on our way. However, we have recently learned of the re-emergence of our ancient enemy, the empire of Zzyax, and of its plans to strike at our very homeworld and destroy our race forever. Thus we are forced to fall back upon this, our last defence – left us by our ancestors of 6000 years ago, against the day that the blight of Zzyax returned to darken the Galaxy. The doings of those ancestors, and their triumph over the mighty and tyrannical Zzyaxian Empire, have long since become the stuff of rumour and legend. Suffice to say that as far as we can tell, the myth can be traced back to actual historical events. These are that:

a) At some time before Mankind availed themselves of an interstellar drive and left the Earth, they were adept in genetic engineering, and utilised mutated forms of contemporary beasts as engines of warfare; and that certain of these enhanced forms were abducted and used in turn against the human forces by alien adversaries;

b) These beasts were persuaded to rebel against their captors and fight on the side of Earth in the epic conflict known as the Revenge of the Mutant Camels; they subsequently returned to Earth, persuaded by a number of cerebrally-enhanced goats (an Earthly species of astonishing beauty, sadly now extinct) and after their return we know not what was their fate, bar a few shards of data distorted wildly by the passage of eons.

We do believe that these beasts may have something to do with this ultimate defence left us against the Zzyaxians; and that they represent our last hope against defeat by the Zzyaxian evil. Thus, I have given the coded RF signal that will re-activate the ancient defence station on the Dark Side of the Moon. God help us in our time of need; and God help the Zzyaxians if the legends be true and we have let loose the Mutant Camels of old amongst them ...

2. THE BEASTS AWAKEN ...

Within the great cave was only silence and darkness, and intense cold; the cold of absolute vacuum. For six millennia nothing had stirred within this giant chamber; but now there came an intrusion of light, of harsh cathode rays, as six hundred high-resolution colour CRTs came flickering to life before the eyes of six hundred shaggy, slumbering heads. There was a chattering of headphones as 1200 furry ears twitched tentatively to what was probably Mankind's last surviving Pink Floyd CD. Upon the screens symmetrical patterns flowed and swirled in time to the Floyd, massaging the long-dormant visual cortexes of the hibernating MetaBeasts. At last, one of the ancient ungulates' brains responded to the synergistic stimulus and coherent thoughts poured through the beast's neurons, of which the first thought was:

Man, I sure musta been blasted last night, I fell clean asleep watching Colourspace! ...

Closing followed by the realisation that there had been, in fact, no party, only the Resolution, followed by the Refrigeration, and that this must be the Resurrection; that the headache was not due to a hangover, but rather to something closer to an afterlife; and that there

must therefore be Zzyaxians loose again upon the face of the Galaxy, and therefore a job of blasting to be done.

These memories were re-inforced by the sight of 599 other MetaBeasts awakening, looking around for some lager without fagends in, and finally making the mental transition from party to Nemesis, the Nemesis of the evil Zzyaxian empire.

And so, 600 monstrosously hairy, 90-foot high, neutronium-shielded, laser-spitting death-camels finished their Floyd, then shambled purposefully towards the waiting spaceships that were to carry them across the light-years to the planet Zzyax Prime, there to attempt the ultimate battle in the defence of Earth ... the RETURN OF THE MUTANT CAMELS ...

'God' in this context is more accurately translated as 'synergistic consciousness formed as the sum of sentient Galactic consciousness' or suchlike, far too heavy for this translation. Just stick to God, you'll find it less of a brainstrain.

Upon their return to Earth, the victorious Mutant Camels were entertained by a series of parties involving camels, humans, cerebrally-enhanced MetaGoats, and most of Thailand. After a year of this, the camels agreed to participate in a radical scheme, partly out of a desire to repay Earthkind for having rescued them from the Zzyaxians, and partly out of a notion that it just might prove to be a wonderful cure for their hangovers. They agreed to undergo the process of the Three R's – the Resolution (to serve Earthkind against the Zzyaxian oppressors); the Refrigeration (to be placed in suspended animation on the Dark Side of the Moon, against the day they might be needed to do battle for Earth once more); and the Resurrection – which would take place at the command of the people and beasties of Earth should the Galaxy once more fall under the shadow of Zzyax ...

LOADING INFORMATION

The disk auto-boots. Simply turn the computer off. Make sure the disk-drive is switched on. Insert the disk into the drive. Switch the computer back on and the program will load and run automatically.

STARTING A GAME

When the game has loaded it will be displaying the title screen. From this screen, you begin game play by pressing FIRE on the joystick. (Joystick to be used in port 2,). This will bring you on to the Wave Select Grid.

WAVE SELECT GRID

If you've just started a game, the only thing you can do on the Wave Select Grid is press FIRE, to enter the first wave. The Grid represents the attack waves of the game, each square representing one wave. You are returned to the Grid after each wave. Depending on whether you survive the wave or not, a different icon is placed on the Grid: transparent if you survived, a little cross if you didn't. Your aim is to get as much of the Grid completed – and therefore transparent – before you lose all your lives.

ENERGY

You begin each fresh camel with full energy (shown by a bar on the top of the Gameplay screen, or underneath the Grid on the Wave Select Grid). As you take hits in the action, your energy decreases. Should it reach zero, you lose a life.

At the end of each wave, if you survive, your remaining energy is doubled, and you are allocated credits. You get more credits for finishing with a lot of energy. Credits are useful, as they allow you to get extra weapons.

BUYING WEAPONS

You have the opportunity to buy Weapons before entering a new attack wave. To access the weapons shop, position the select cursor over a wave which you've already attempted (i.e., one which has either a blank square or a cross on it). Press FIRE, and the message underneath the Grid will change to read 'SELECT WEAPON'. To purchase a weapon, use joystick UP/DOWN to position the arrow opposite the weapon you want, then press FIRE. The weapon's price will be deducted from your CREDITS, and you'll be returned to 'SELECT WAVE' mode. This process may be repeated if you wish to buy more kit, but bear in mind that you can't have two types of Shield and Bullet at once: you cannot, for example, use SHIELDS 1 + 2, or BIG SMART YOYO bullets.

If you decide you don't want to buy, or you haven't enough credits, JOYSTICK LEFT will return you to SELECT WAVE mode.

THE WEAPONS

The following options are available to you:

SHIELD FACTOR 1: Doubles the amount of hits needed to destroy you.

SHIELD FACTOR 2: Trebles your hit factor.

YOYO BULLETS: Return to you when they hit a target, instead of disappearing.

BIG BULLETS: Just that. These possess a much larger collision-area than normal bullets, making it easier to clobber the nasties.

SMART BULLETS: Once fired off, these bullets chase down any aliens they find. Upon reaching close proximity to a target, they revector onto another, until the end of the wave.

RESET MAX: If you finish a wave with a piffling little bit of energy, you can select RESET MAX to restore it to a full amount.

EXTRA BEASTIE: An extra life. You can have up to nine lives in reserve, if you can afford it. In much the same way that a new Ford might come with a free stereo cassette, you get Shields 2 and Big Bullets complete with each new camel.

A word of caution about Smart Bullets: they look groovy, nipping 'round all over the screen offing the baddies, but before selecting them, remember that there are some waves in which certain targets positively **SHOULDN'T** be shot – and Smart Bullets don't discriminate amongst proximate targets!

SELECTING THE NEXT WAVE

Once you've finished using the weapons shop, you can select a wave to do battle in. You move the round, pulsating Selector Thingie using the joystick. Position the Thingie over a wave you haven't yet attempted, then press FIRE to join the battle.

The waves deemed to be 'available' are those that abut on the north, south, east or west side, to any wave that's already been attempted. This sounds needlessly complex when written down, but it's more logical when you see it happen. You'll find that the Selector Thingie knows which waves are available, anyway – it won't go onto waves as yet inaccessible. By choosing your waves carefully, you can make your own way through the game, playing the waves in whatever order you like.

ENTERING BATTLE

Having pressed FIRE, your camel comes out of warp and drops into the battlefield. The very first wave is deliberately very easy to allow you time to learn to control your beastie – don't worry about colliding with the aliens, they're virtually harmless on the first wave.

BASIC CAMEL CONTROL

You should play most of each wave with your thumb jammed down on the FIRE doobrie on your joystick. With FIRE held down, your camel fires continuously. The camel fires straight ahead, unless you direct the stream of bullets by leaning the joystick.

The only time you should let go the FIRE button is in cases where you really, truly don't want to hit any of the aliens, or when you want to jump in the air and fly.

Flying is achieved by letting go the FIRE button and pushing UP on the joystick. Your beast will leap into the air and remain there until you decide to cease the upward thrust of your joystick. Letting go the stick, or pushing it down, will cause your animal to crash back to the surface of the planet.

You can also remain flying by holding down FIRE whilst you're aloft. This allows you to direct your bullets against ground-based targets. You automatically drop bombs as well as fire bullets while you're flying.

SCORING

Your main score is shown on the Wave Select Grid each time you return there. You have a separate score in battle, which starts at zero at the start of each wave, and which is only added on to your main score if you survive the wave.

That's basically all you need to know in order to play the game. Your aim should be to complete as much of the game as you can before you cop it. Your percentage score, calculated by how many waves you completed without dying, is given at the end of each game.

HINTS ON GAMEPLAY

You really need to do quite a bit of mapping to play the game effectively. Determine which waves require specific weapons. Leave a few easy waves to do later, when you've run out of creds and need to get some more. You can save a desperate situation by returning to judiciously saved easy waves, and getting enough dosh for a couple of extra beasts!

Don't settle on a single weapon and use it blindly: the price of weapons increases the more you use them. Vary your approach. If you can get by with Big Bullets and no shield, do so.

Certain of the waves have a 'key spot' where you can stand and with judiciously aimed bullets, remain safe. Look for these safe spots. Learn that on some waves it is better to fly and bomb than to remain on the ground. Learn that on some waves there are targets which you should not shoot, or which cannot be shot.

Look out for bonus tokens – these take the form of static unicorns, static tiny camels (look like your bombs) and falling blue diamonds. Collect these for extra credits at the end of any wave containing them.



FRENCH

INSTRUCTIONS DE CHARGEMENT

Le disque se charge automatiquement. Éteignez simplement votre ordinateur. Assurez-vous que le lecteur de disques est allumé; insérez-y le disque. Rallumez votre ordinateur et le programme se chargera et commencera automatiquement.

COMMENCER LE JEU

Une fois le jeu chargé, l'écran des titres sera affiché. De cet écran vous commencerez par appuyer sur le BOUTON DE TIR du manche à balai. (Le manche à balai doit être dans le port 2). Cela vous amènera à Wave Select Grid (La Grille de Sélection des Vagues d'Assauts).

WAVE SELECT GRID

Si vous venez de commencer le jeu, la seule chose que vous pouvez faire est d'appuyer sur le BOUTON DE TIR pour faire entrer la première Vague d'Assaut. La Grille représente les vagues d'assaut du jeu, chaque carré représentant une vague. Vous retournerez à la Grille après chaque attaque. Une icône différente sera placée sur la Grille selon ce qui vous arrive lors de la vague d'assaut: une icône transparente si vous avez survécu l'attaque, une petite croix si vous avez succombé. Votre but est de remplir le plus possible de la Grille – en fait, d'avoir une Grille transparente, avant de perdre toutes vos vies.

GERMAN

LADIANWEISUNGEN

Das Programm auf der Diskette lädt sich selbst. Einfach den Computer abschalten aber lassen Sie das Laufwerk eingeschaltet. Die Diskette in das Laufwerk legen und den Computer wieder einschalten. Dann lädt sich und läuft das Programm von selbst.

SPIELBEGINN

Wenn das Spiel geladen ist, dann erscheint der Titel auf dem Bildschirm. Von dieser Darstellung aus fängt man das Spiel an, indem man den FIRE-Knopf des Joysticks

drückt (den Joystick ist mit dem Abschluß 2 verbinden. Damit kommt man auf das Wave Select Grid (Gitter zur Auswahl der Wellen).

WAVE SELECT GRID

Sie haben gerade mit dem Spiel begonnen und das einzige, das Sie auf dem Wave Select Grid tun können ist, den Fire-Knopf zu drücken und den Angriff der ersten Welle abwarten. Auf dem Gitter sind die Angriffswellen des Spiels dargestellt, wobei jedes Quadrat eine Welle bedeutet. Nach jeder Welle kehren Sie zu dem Gitter zurück und abhängig davon, ob sie die Welle überlebt haben oder nicht, erscheint ein anderes Icon auf dem Gitter: im Überlebensfall ist es durchsichtig, andernfalls erscheint ein kleines Kreuz. Ziel ist, so viel wie möglich des Gitters zu bewältigen – darum ist es durchsichtig – bevor man alle Leben verliert.

ITALIAN

ISTRUZIONI DI CARICAMENTO

Il dischetto si autoinstalla. Basta solo spegnere il computer, ma fai attenzione a che il drive di disco sia acceso. Inserisci il dischetto. Accendi il computer e il programma si carica e gira automaticamente.

INIZIO DEL GIOCO

Caricato il gioco, appare la videata titolo. Da questa puoi partire premendo FUOCO sul joystick (Il joystick va nella porta 2). Questo ti porta alla Griglia di Selezione Ondata.

GRIGLIA DI SELEZIONE ONDATA

Se hai appena iniziato a giocare, l'unica cosa da fare sulla Griglia di Selezione Ondata è di premere FUOCO per accedere alla prima ondata. La Griglia raffigura le ondate di attacco del gioco, e ogni casella rappresenta un'ondata. Dopo ogni ondata, ritorni alla Griglia. A seconda se sei sopravvissuto o meno, sulla Griglia appare una icona diversa: trasparente se sei sopravvissuto, con una crocetta se non ce l'hai fatta. Il tuo obiettivo è di completare la maggior parte della Griglia – quindi trasparente – prima di perdere tutte le vite.